

ARBOR

Low-Fi Prototype

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Value Proposition

Our Problem

People largely focus on the negative aspects of their memories, and find it difficult to share memories with their families and friends.

Our Solution

A virtual “tomodachi” of yourself that tends to a virtual garden. You record positive memories in this garden, which are planted as trees. When the trees bear fruit, you are reminded of the positive memories, and the tomodachi eats them to grow.

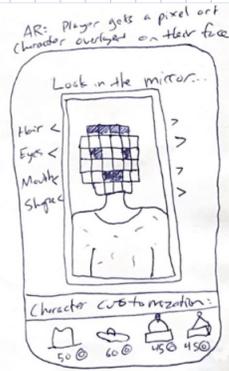
Concept Sketches

Full sketches are available in the assignment folder under the name ‘Sketches’.

Wearable - Apple Watch



Augmented Reality

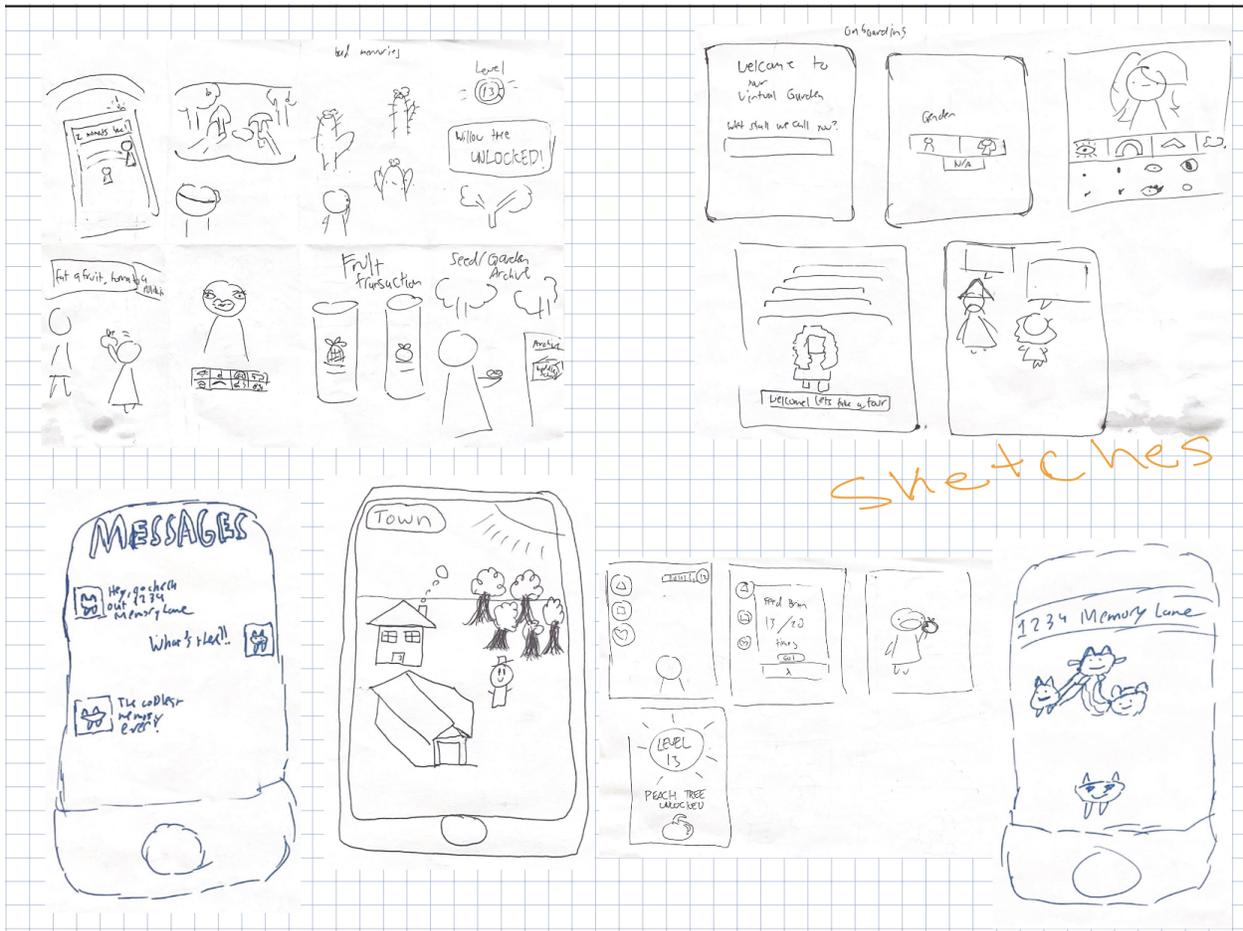


AR: Top of screen is through camera. Text is overlaid.



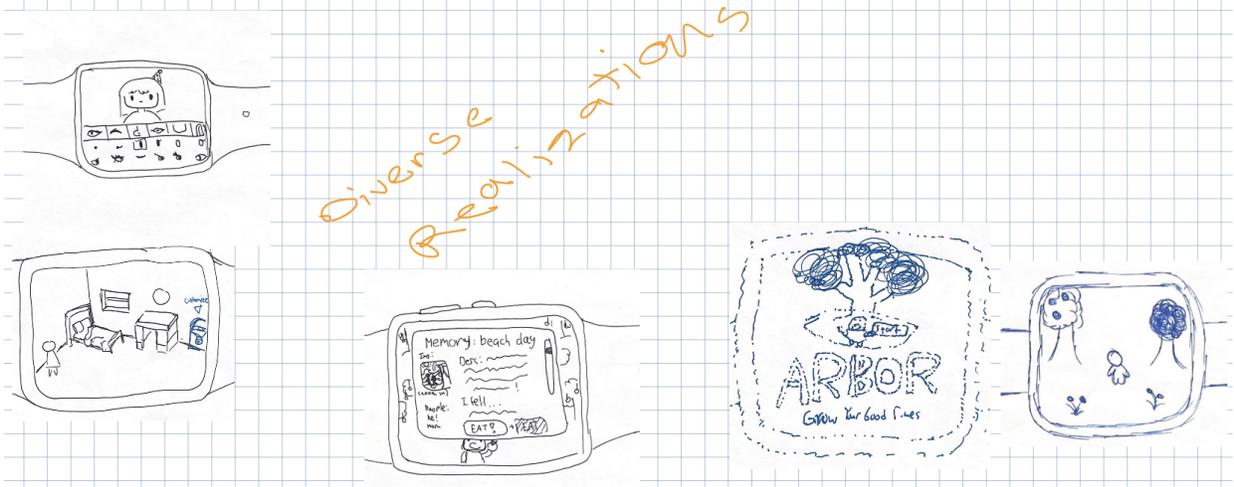
Sketches

Mobile



Diverse Realizations

Wearable - Apple Watch



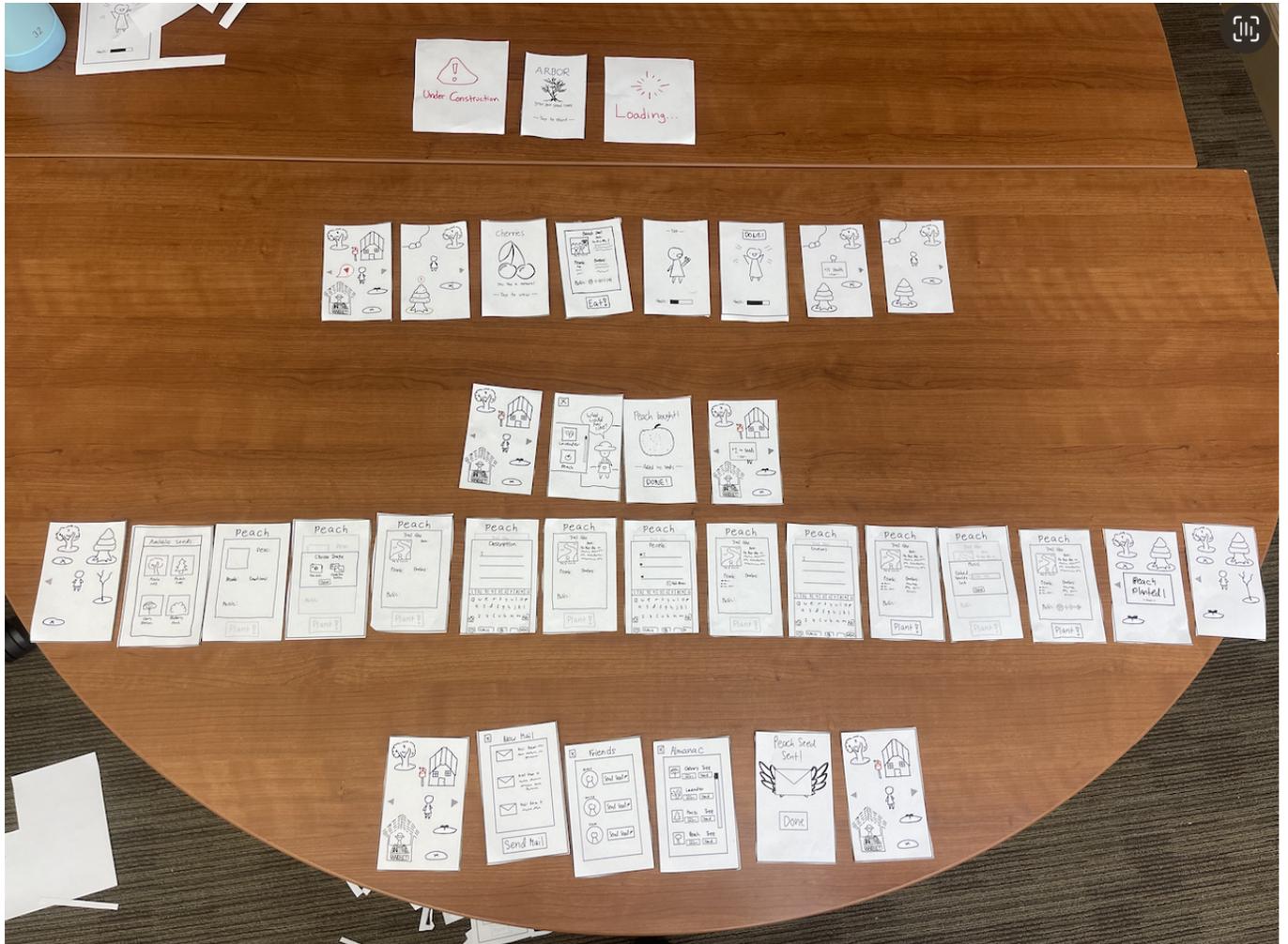
Mobile



Low-Fi Prototype

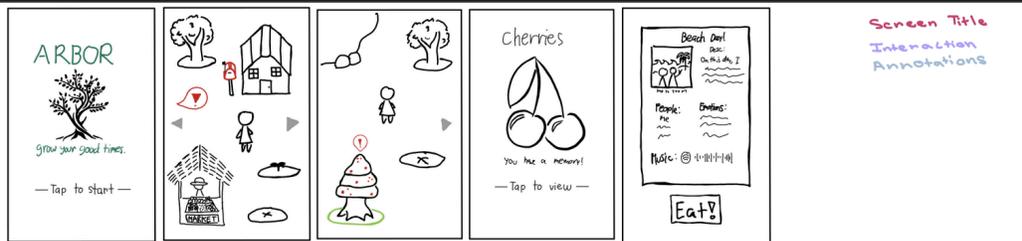
Bird's Eye

Full image in the folder under the name 'bird's eye view'.



Task Flows

Full image in the folder underneath the name 'Low-fi Storyboard'.



Screen Title
Interaction
Annotations

Loading Screen

Tap anywhere on the screen

Opening Screen

Tap on arrows to view other parts of the garden
 Ⓧ spots mark what areas are available for planting new seeds & ? show where user attention is needed

Garden Extension Screen

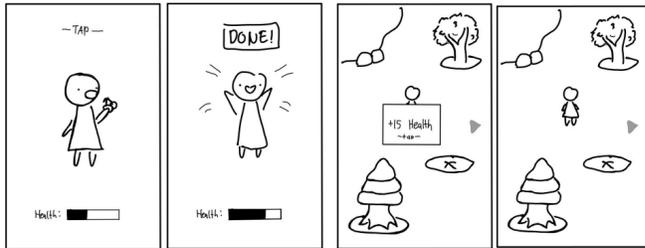
tap on plants with notifications users are able to tap on plants that have bloomed to review their memories

Fruit Pop-Up

Tap anywhere on screen to review memory displays fruit from plants

Memory Review

Scroll features for interacting w/ the memory plus tap on edit to move to the next screen users are able to review different media associated w/ their memory including images/video, event descriptions, emotions etc + music



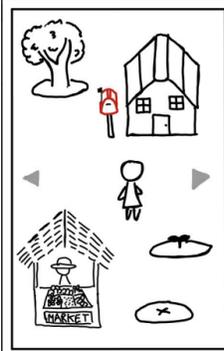
Eating Animation
Tap anywhere user consumes fruit

Eating Animation Completion
Tap anywhere Health screens

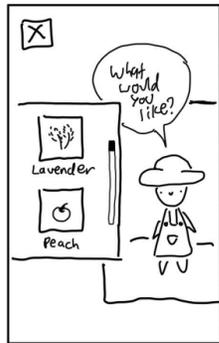
Eating concludes health increases
Tap anywhere

Task Complete

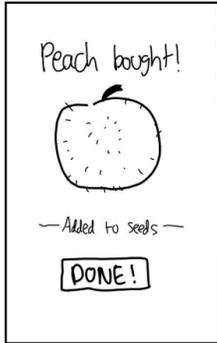
Simple Task:
Reviewing a
Memory



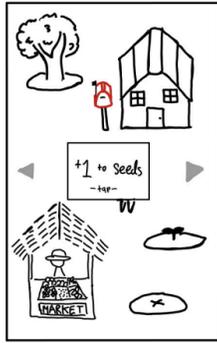
Opening Screen
Tap on farmer's market



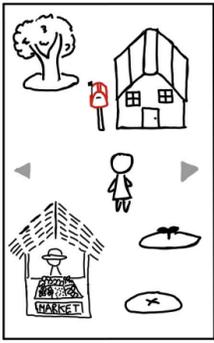
Interacting w/ Farmer
Tap on desired fruit



Purchased Fruit
Tap to complete the main action (like fruit is tree)

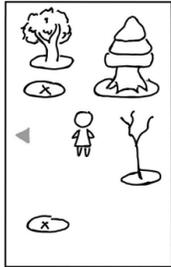


Confirmation of Fruit Purchased
Tap to complete fruit purchase & seeds added to the seed bank

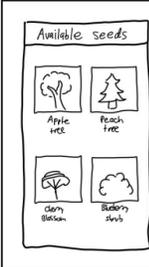


Intermission Screen

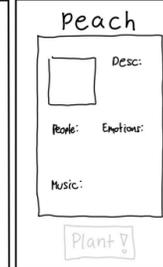
user is able to interact with the farmer at the market in order to buy the seeds they want in order to plant in the market



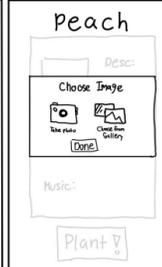
Garden Extension
Tap on available obj at seed bank
Plant a memory



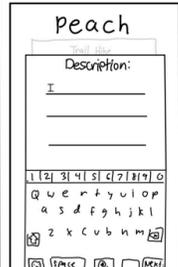
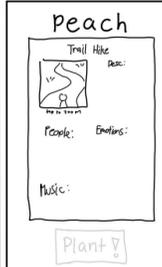
Selecting Plant Associated w/ memory
Tap on desired plant



Media Included:
Text, Image, Video, Emotion, people, Music

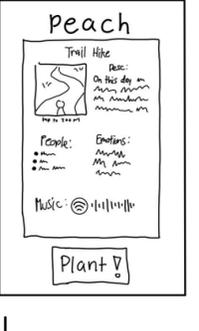
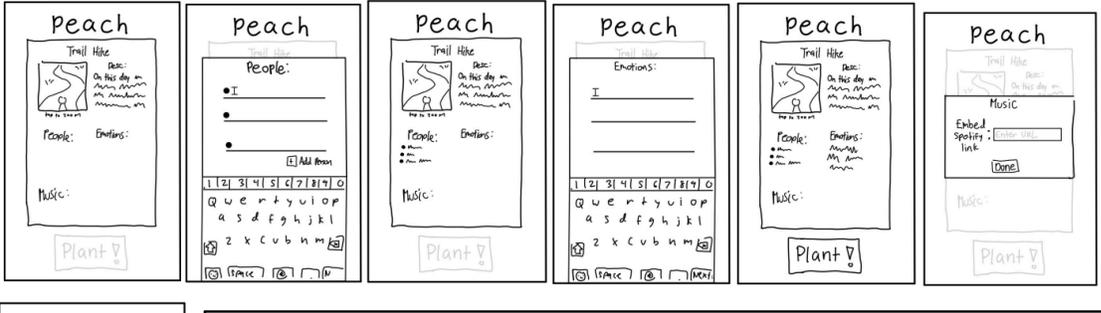


Adding Media to the Memory
Tap on various points of the memory log



Tap to Edit of Edited Content to Exit

Medium Task: Planting a memory

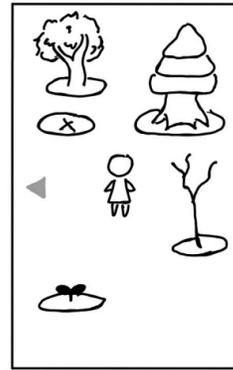
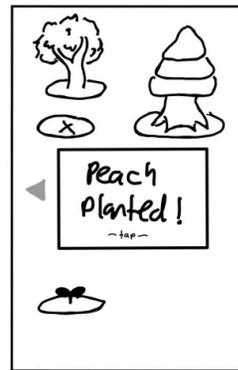


Media Included: Text, Image, Video, Emotion, People, Music

Adding Media to the Memory - Tap to Edit
 Tap on various parts of the Memory Log + Tap outside of Edited Content to Exit

Media Adding cont.

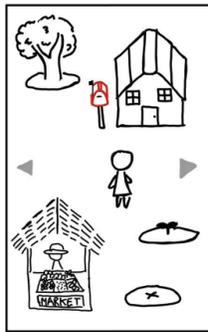
Final Screens



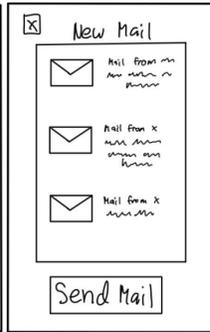
Memory Planted Confirmation
 Tap to confirm Task Completion

(Default) Task Completed
 No Action Required
 viewer will be able to review the memory once the sapling has grown

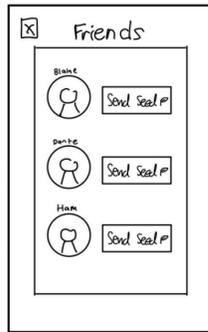
Medium Task: Planting a memory cont.



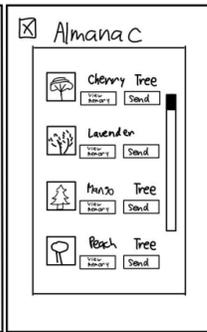
Garden Extension
 Tap on Mailbox
 Allows users to send memories to others



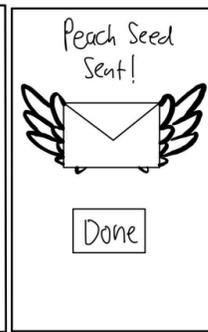
Mail
 Tap on mail or tap on button
 Users can either view the seeds sent from other users or send seeds to other users



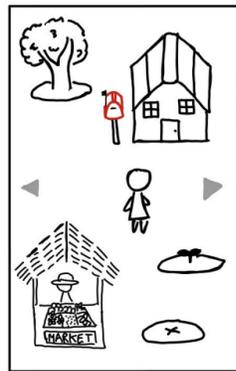
Contacts
 Tap on Contact
 Choose a contact to send a seed to



Choose Seed
 tap to view memory or seed
 almanac contains memories and the seeds associated w/ them, user chooses which memory



Mail Sent
 Tap Anywhere



(Default) Task Completed
 No Action Required

Complex Task:
 Sending a Memory to a Friend or Relative